METHOD AND APPARATUS FOR HIGH SPEED BLOCK MODE TRIANGLE RENDERING

Abstract of the Invention

5   A system for traversing and rendering a graphic primitive, comprising a setup engine that outputs representative values of a graphic primitive; and a raster engine that receives the representative values of the graphic primitive and forms therefrom representative pixels, the raster engine having at least a scan module that scans only pixels within the graphic primitive and assigns data values to each of the pixels and a

10   look-ahead module that identifies pixels that are inside of the primitive.